Mega Evolution Homebrew Booklet

Credits

Booklet Organizer: The Black Glove

Mega Contributions:

The Black Glove

(Snorlax, Ursaring, Dunsparce, Porygon Z, Persian, Arcanine, Rapidash, Typhlosion, Infernape, Torkoal, Poliwrath, Lapras, Swampert, Sharpedo, Wailord, Meganium, Sceptile, Torterra, Lilligant, Cacturne, Noctowl, Farfetch'd, Crobat, Seviper, Slowking, Raichu, Pachirisu, Lanturn, Masquerain, Marowak, Stunfisk, Cofagrigus, Dragonite)

About Mega Evolution

Greetings, Trainers!

Recently, the phenomenon known as Mega Evolution has been discovered. This "extra" evolution, if you will, temporarily grants Pokémon an extra burst of Power for one Scene by transforming them into a new form.

Mega Evolutions can change a lot about a Pokemon; Appearance, Stats, Skills, Abilities, Capabilities, and even Type! Some Pokemon have been known to make drastic changes, while others are merely more powerful versions of their un-evolved selves.

<u>There are three things we know for sure about all Mega Evolutions. They are as follows:</u>

1.) All Mega Evolutions require the Trainer to be equipped with a Mega Ring (Accessory Slot Item) and the Pokémon to be holding a Mega Stone unique to its species.

2.) All Mega Evolutions last for one Scene. Until the Scene ends, you cannot Mega Evolve any other Pokémon, or devolve your current Mega Pokémon.

3.) All Mega Evolutions gain 10 stat points and a new ability upon Mega Evolution.

Based on this knowledge, my fellow researchers and I are trying to collect data on all of the newly discovered Mega Evolutions that haven't been implemented in the Pokédex. Depending on where you're from, you may not see any of them, but do be on the lookout for new forms and evolutions.
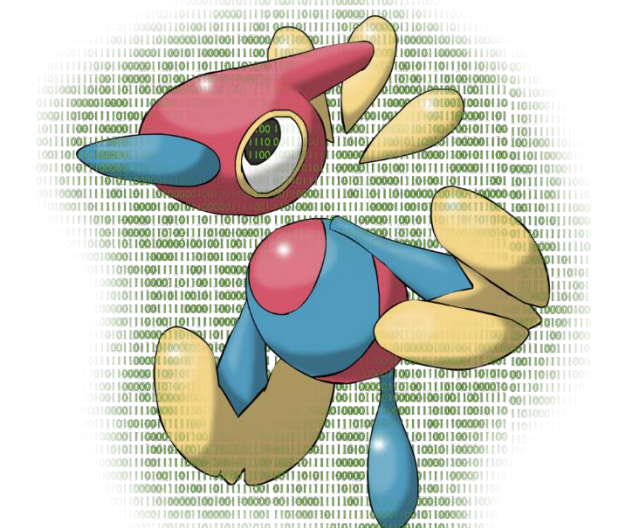
This book contains 33 Mega Evolutions for your use. It is up to your GM to allow them or not, and to make the stones available.

For more on Mega Evolution, check out page 182 of the Pokemon Tabletop United Player Handbook

250-M. MEGA SNORLAX	Basic Information
	Type: Normal **Evolution:** 1 – Munchlax 2 - Snorlax Minimum 25 M – Mega Snorlax (w/ Snorlaxite) **Capability List** Overland 6, Swim 2, Jump 2/2, Power 12, Intelligence 4, Tracker **Skill List** Athl 6d6, Acro 3d6, Combat 5d6+1, Stealth 2d6, Percep 5d6, Focus 4d6
Base Stats Hit Points: 16 Special Attack: 7 Attack: 12 Special Defense: 12 Defense: 12 Speed: 6	**Mega Ability** **Abominable** Static **Effect:** The user does not gain injuries from Massive Damage, and is immune to Push effects.

246-M. MEGA URSARING	Basic Information
	Type : Normal/Rock Evolution: 1 – Teddiursa 2 - Ursaring Minimum 30 M – Mega Ursaring (w/ Ursarite) **Capability List** Overland 7, Swim 4, Jump 2/2, Power 6, Intelligence 4, Tracker **Skill List** Athl 4d6+2, Acro 3d6, Combat 5d6, Stealth 2d6, Percep 4d6, Focus 3d6
Base Stats Hit Points: 9 Special Attack: 10 Attack: 15 Special Defense: 10 Defense: 10 Speed: 8	**Mega Ability** **Marbleize** At-Will – Free Action **Trigger:** The user uses a Normal-Type damaging Move. The Move is changed to be Rock-Type.

506-M. MEGA DUNSPARCE	Basic Information
	Type: Normal/Ground **Evolution:** 1 – Dunsparce M – Mega Dunsparce (w/ Dunsparcite) **Capability List** Overland 5, Swim 4, Burrow 6, Jump 3/3, Power 2, Intelligence 3, Darkvision **Skill List** Athl 3d6+1, Acro 3d6, Combat 2d6, Stealth 5d6, Percep 3d6+2, Focus 3d6

Base Stats	Mega Ability
Hit Points: 10 Special Attack: 7 Attack: 9 Special Defense: 8 Defense: 9 Speed: 10	**Sand Rush** Static While the Weather is a Sandstorm, the user gains +4 Speed Combat Stages. Additionally, the user is immune to damage from Sandstorms.

101-M. MEGA PORYGONZ	Basic Information
	Type: Normal **Evolution:** 1 – Porygon 2 – Porygon2 (UpGrade) 3 – PorygonZ (Dubious Disc) M – Mega PorygonZ (w/ Porygonzite) **Capability List** Overland 2, Swim 2, Levitate 8, Jump 1/1, Power 2, Intelligence 6, Wired **Skill List** Athl 5d6+2, Acro 4d6+1, Combat 4d6+3, Stealth 3d6, Percep 4d6, Focus 3d6

Base Stats	Mega Ability
Hit Points: 9 Special Attack: 16 Attack: 10 Special Defense: 10 Defense: 9 Speed: 14	**Protean** At-Will – Swift Action Trigger: The user uses a move. The user's type changes to match that of the triggering Move.

230-M. MEGA PERSIAN	Basic Information
	Type: Normal/Dark **Evolution:** 1 – Meowth 2 - Persian Minimum 25 M – Mega Persian (w/ Persianite) **Capability List** Overland 7, Swim 3, Jump 2/2, Power 3, Intelligence 4, Pack Mon, Tracker, Stealth **Skill List** Athl 4d6, Acro 5d6, Combat 4d6, Stealth 5d6, Percep 3d6, Focus 4d6

Base Stats	Mega Ability
Hit Points: 7 Special Attack: 7 Attack: 11 Special Defense: 8 Defense: 8 Speed: 14	**Frugality** Static Connection – Pay Day: When you use Pay Day, roll 1d8+4 instead of 1d8 to determine the money dropped.

366-M. MEGA ARCANINE	Basic Information
	Type: Fire **Evolution:** 1 – Growlithe 2 - Arcanine (Fire Stone) M – Mega Arcanine (w/ Arcanite) **Capability List** Overland 8, Swim 4, Jump 2/3, Power 8 Intelligence 4, Firestarter, Tracker, Mountable 1 **Skill List** Athl 6d6, Acro 2d6, Combat 3d6+1, Stealth 2d6, Percep 5d6, Focus 4d6

Base Stats	Mega Ability
Hit Points: 9 Special Attack: 10 Attack: 14 Special Defense: 10 Defense: 10 Speed: 13	**Fiery Crash** Static When Arcanine uses a Move with the Dash keyword, they may increase that Move's Damage Base by 2, or change the Move to be Fire-Type. All Moves with the Dash keyword performed as Fire-Typed burn their target on 19+, or increase the effect range by +2.

368-M. MEGA RAPIDASH	Basic Information
	Type: Fire/Flying **Evolution:** 1 – Ponyta 2 - Rapidash Minimum 40 M – Mega Rapidash (w/ Rapidashite) **Capability List** Overland 10, Sky 8, Swim 4, Jump 2/3, Power 6 Intelligence 4, Egg Warmer, Firestarter, Glow, Heater, Mountable 2 **Skill List** Athl 6d6, Acro 2d6, Combat 3d6+1, Stealth 2d6, Percep 5d6, Focus 4d6

Base Stats	Mega Ability
Hit Points: 7 Special Attack: 8 Attack: 12 Special Defense: 10 Defense: 9 Speed: 15	**Aerialate** At-Will – Free Action **Trigger:** The user uses a Normal-Type damaging Move. The Move is changed to be Flying-Type.

021-M. MEGA TYPHLOSION	Basic Information
	Type: Fire **Evolution:** 1 – Cyndaquil 2 - Quilava Minimum 15 3 – Typhlosion Minimum 30 M – Mega Typhlosion (w/ Typhlosionite) **Capability List** Overland 9, Swim 5, Jump 2/2, Power 6, Intelligence 4, Firestarter, Heater, Glow **Skill List** Athl 5d6+2, Acro 3d6, Combat 4d6+1, Stealth 4d6+3, Percep 4d6+3, Focus 4d6

Base Stats	Mega Ability
Hit Points: 8 Special Attack: 14 Attack: 8 Special Defense: 10 Defense: 10 Speed: 13	**White Smoke** Static The user's Combat Stages, Evasion, or Accuracy may not be lowered except by the user's own Moves and effects.

027-M. MEGA INFERNAPE	Basic Information
	Type: Fire/Fighting **Evolution:** 1 – Chimchar 2 – Monferno Minimum 15 3 – Infernape Minimum 30 M – Mega Infernape (w/ Infernapite) **Capability List** Overland 8, Swim 4, Jump 3/4, Power 8, Intelligence 5, Firestarter, Heater, Glow **Skill List** Athl 5d6+2, Acrobatics 6d6+2, Combat 5d6, Stealth 4d6+2, Percep 3d6+3, Focus 3d6

Base Stats	Mega Ability
Hit Points: 8 Special Attack: 10 Attack: 13 Special Defense: 10 Defense: 10 Speed: 11	**Defiant** Static Whenever the user has its Combat Stages lowered, by something other than its own Moves or Abilities, the user's Attack is raised 2 Combat Stages
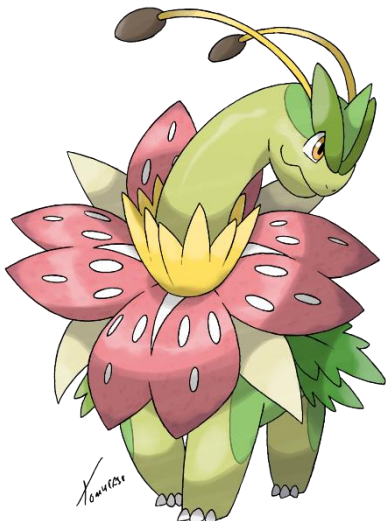
526-M. MEGA TORKOAL	Basic Information
	Type: Fire **Evolution:** 1 – Torkoal M – Mega Torkoal (w/ Torkoalite) **Capability List** Overland 5, Swim 1, Jump 2/2, Power 12, Intelligence 4, Tracker **Skill List** Athl 6d6, Acro 2d6, Combat 3d6+1, Stealth 2d6, Percep 5d6, Focus 4d6
Base Stats Hit Points: 7 Special Attack: 11 Attack: 9 Special Defense: 9 Defense: 20 Speed: 2	**Mega Ability** **Brimstone** Static Whenever the user causes a Burn with a damaging Fire-Type Attack, the target is also Poisoned.

147-M. MEGA POLIWRATH	Basic Information
	Type: Water/Fighting **Evolution:** 1 – Poliwag 2 – Poliwhirl Minimum 25 3 – Poliwrath (Water Stone) M – Mega Poliwrath (w/ Poliwrathite) **Capability List** Overland 7, Swim 7, Jump 1/2, Power 5, Intelligence 5, Fountain, Gilled **Skill List** Athl 5d6+2, Acro 4d6+3, Combat 5d6+1, Stealth 2d6+1, Percep 3d6+1, Focus 4d6+2
Base Stats Hit Points: 9 Special Attack: 7 Attack: 12 Special Defense: 12 Defense: 12 Speed: 9	**Mega Ability** **No Guard** Static The user may not apply any form of Evasion to avoiding melee attacks; however, the user ignores all forms of evasion when making Melee attack rolls.

534-M. MEGA LAPRAS	Basic Information
	Type: Water/Ice **Evolution:** 1 – Lapras M – Mega Lapras (w/ Lapracite) **Capability List** Overland 2, Swim 10, Jump 1/1, Power 8, Intelligence 4, Fountain, Gilled, Icestep, Mountable 2 **Skill List** Athl 4d6+1, Acro 1d6, Combat 3d6, Stealth 2d6, Percep 3d6+1, Focus 4d6
Base Stats Hit Points: 13 Special Attack: 11 Attack: 9 Special Defense: 12 Defense: 12 Speed: 8	**Mega Ability** **Magic Guard** Static Whenever the user would lose HP or take damage that isn't a result of a Damage Dice Roll the user does not lose HP or take Damage.

039-M. MEGA SWAMPERT	Basic Information
	Type: Water/Ground **Evolution:** 1 – Mudkip 2 – Marshtomp Minimum 15 3 – Swampert Minimum 30 M – Mega Swampert (w/ Swampertite) **Capability List** Overland 7, Swim 7, Burrow 4, Jump 2/2, Power 7, Intelligence 4, Fountain, Gilled **Skill List** Athl 5d6, Acrobatics 2d6, Combat 4d6, Stealth 2d6, Percep 3d6+2, Focus 4d6
Base Stats Hit Points: 16 Special Attack: 7 Attack: 11 Special Defense: 13 Defense: 13 Speed: 5	**Mega Ability** **Storm Drain** Battle - Free Action Trigger: Water Move is used within 10 Meters The Move is turned into a Single-Target Move and is re-directed at the User without fail, and cannot miss. This negates Lock-On or Mind Reader. Additionally, each time they are hit by a Water-Type Move, the User's Special Attack is raised 1 Combat Stage.

426-M. MEGA WAILORD	Basic Information
	Type: Water **Evolution:** 1 – Wailmer 2 - Wailord Minimum 40 M – Mega Wailord (w/ Wailordite) **Capability List** Overland 3, Swim 7, Jump 3/3, Power 12, Intelligence 4, Fountain, Mountable 20 **Skill List** Athl 5d6, Acro 2d6, Combat 2d6, Stealth 1d6-3, Per- cep 2d6, Focus 4d6
Base Stats Hit Points: 17 Special Attack: 9 Attack: 9 Special Defense: 10 Defense: 10 Speed: 6	**Mega Ability** **Gulp** Center - Free Action For the remainder of the encounter, or for 1 minute while out of Combat, this Pokémon regains 1/8th of its maximum HP at the start of every turn that it begins in the water.

390-M. MEGA SHARPEDO	Basic Information
	Type: Water/Dark Evolution: 1 – Carvahna 2 - Sharpedo Minimum 30 M – Mega Sharpedo (w/ Sharpedite) **Capability List** Overland 3, Swim 10, Jump 2/2, Power 5, Intelligence 4, Darkvision, Gilled, Mountable1 **Skill List** Athl 4d6+2, Acro 3d6+2, Combat 4d6+2, Stealth 3d6, Percep 2d6, Focus 3d6

Base Stats	Mega Ability
Base Stats Hit Points: 7 Special Attack: 10 Attack: 14 Special Defense: 7 Defense: 7 Speed: 12	**Mega Ability** **Polycephaly** Static The user may make Struggle Attacks as a Swift Action. Struggle Attacks made this way are resisted one step further than they normally would be.

006-M. MEGA MEGANIUM	Basic Information
	Type: Grass **Evolution:** 1 – Chikorita 2 – Bayleef Minimum 15 3 – Meganium Minimum 30 M – Mega Meganium (w/ Meganiumite) **Capability List** Overland 8, Swim 4, Jump 2/2, Power 4, Intelligence 4, Naturewalk **Skill List** Athl 5d6+4, Acro 3d6, Combat 3d6+2, Stealth 3d6, Percep 3d6, Focus 5d6

Base Stats	Mega Ability
Hit Points: 8 Special Attack: 10 Attack: 9 Special Defense: 13 Defense: 13 Speed: 9	**Sun Blanket** Static The user is one step more resistant to Fire-Type Attacks, and gains 1/16th of their Max HP at the beginning of each turn in Sunny weather.

009-M. MEGA SCEPTILE	Basic Information
	Type: Grass **Evolution:** 1 – Treecko 2 – Grovyle Minimum 15 3 – Sceptile Minimum 30 M – Mega Sceptile (w/ Sceptilite) **Capability List** Overland 8, Swim 5, Jump 3/3, Power 5, Intelligence 4, Wallclimber, Naturewalk **Skill List** Athl 4d6, Acro 5d6+2, Combat 5d6, Stealth 5d6+3, Percep 4d6, Focus 3d6

Base Stats	Mega Ability
Hit Points: 7 Special Attack: 11 Attack: 14 Special Defense: 9 Defense: 9 Speed: 15	**Super Luck** Static Crits on 18-20. If a Move already has an extended Crit range, Super Luck extends that range by 2.

012-M. MEGA TORTERRA	Basic Information
	Type: Grass/Ground **Evolution:** 1 – Turtwig 2 – Grotle Minimum 15 3 – Torterra Minimum 30 M – Mega Torterra (w/ Torterrite) **Capability List** Overland 6, Swim 3, Jump 1/1, Power 7, Intelligence 4, Groundshaper, Naturewalk, Mountable 2 **Skill List** Athl 4d6, Acro 1d6, Combat 4d6+2, Stealth 1d6, Percep 3d6, Focus 6d6+2
Base Stats Hit Points: 10 Special Attack: 8 Attack: 12 Special Defense: 12 Defense: 15 Speed: 5	**Mega Ability** **Tolerance** Static Any Types resisted by the user are resisted one step further

250-M. MEGA LILLIGANT	Basic Information
	Type: Grass/Fire Evolution: 1 – Petilil 2 – Lilligant (Sun Stone) M – Mega Lilligant (w/ Lilligantite) **Capability List** Overland 6, Swim 2, Jump 2/2, Power 5, Intelligence 4, Naturewalk, Firestarter **Skill List** Athl 4d6+2, Acro 5d6+2, Combat 3d6, Stealth 3d6+2, Percep 5d6+2, Focus 5d6+2
Base Stats Hit Points: 7 Special Attack: 14 Attack: 6 Special Defense: 10 Defense: 10 Speed: 12	**Mega Ability** **Hypnotic Dance** Scene x2 - Free Action **Trigger:** You use a move with Dance in the Keyword. **Target:** An adjacent foe. **Effect:** Make an AC 3 Status attack against the target. On hit, the target falls asleep.

358-M. MEGA CACTURNE	Basic Information
	Type: Grass/Dark **Evolution:** 1 – Cacnea 2 – Cacturne Minimum 30 M – Mega Cacturne (w/ Cacturnite) **Capability List** Overland 6, Swim 3, Jump 1/1, Power 5, Intelligence 4, Darkvision, Naturewalk, Stealth **Skill List** Athl 3d6+1, Acro 3d6+1, Combat 3d6+2, Stealth 3d6+1, Percep 2d6, Focus 3d6

Base Stats		Mega Ability
Base Stats		**Mega Ability**
Hit Points: 7	Special Attack: 14	**Prankster**
Attack: 14	Special Defense: 9	Static
Defense: 9	Speed: 6	The user may use Status Moves as Interrupts.

292-M. MEGA NOCTOWL	Basic Information
	Type: Normal/Flying **Evolution:** 1 – Hoothoot 2 – Noctowl Minimum 20 M – Mega Noctowl (w/ Noctowlite) **Capability List** Overland 5, Swim 2, Sky 7, Jump 3/3, Power 3, Intel- ligence 4, Darkvision **Skill List** Athl 3d6, Acro 2d6, Combat 2d6, Stealth 3d6, Percep 4d6, Focus 3d6

Base Stats	Mega Ability
Hit Points: 10 Special Attack: 10 Attack: 7 Special Defense: 12 Defense: 7 Speed: 9	**Probability Control** Daily x3 - Free Action **Target:** Any roll made by yourself or an ally. The user may reroll any roll, or have any ally reroll any roll that has been made.

504-M. MEGA FARFETCH'D	Basic Information
	Type: Normal/Flying **Evolution:** 1 – Farfetch'd M – Mega Farfetch'd (w/ Farfetch'dite) **Capability List** Overland 3, Swim 2, Sky 7, Jump 2/2, Power 3, Intelligence 4, Underdog, Wielder **Skill List** Athl 4d6+1, Acro 4d6+2, Combat 4d6, Stealth 4d6+2, Percep 4d6+2, Focus 3d6+2

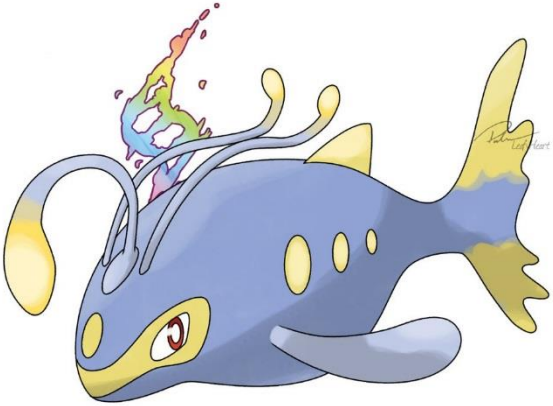| Base Stats	Mega Ability
Hit Points: 5 Special Attack: 6 Attack: 12 Special Defense: 7 Defense: 7 Speed: 10	**Delivery Bird** Static The user may hold two Held Items at once. Whenever an Ability or Move affects the User's Held Items, you may choose which one is affected.

083-M. MEGA CROBAT	Basic Information
	Type: Poison/Flying **Evolution:** 1 – Zubat 2 – Golbat Minimum 20 3 – Crobat Minimum 30 M – Mega Crobat (w/ Crobatite) **Capability List** Overland 3, Swim 2, Sky 8, Jump 1/1, Power 5, Intelligence 4, Darkvision, Tracker, Mountable 1 **Skill List** Athl 3d6+2, Acro 5d6+3, Combat 4d6-1, Stealth 4d6, Percep 3d6, Focus 3d6
Base Stats Hit Points: 9 Special Attack: 9 Attack: 11 Special Defense: 10 Defense: 10 Speed: 15	**Mega Ability** **Frighten** Battle - Swift Action **Target:** Pokémon or Trainer within 5 meters Lower the target's Speed 2 Combat Stages.

518-M. MEGA SEVIPER	Basic Information
	Type: Poison **Evolution:** 1 – Seviper M – Mega Seviper (w/ Seviperite) **Capability List** Overland 5, Swim 4, Jump 1/0, Power 4, Intelligence 4, Darkvision **Skill List** Athl 3d6, Acro 2d6, Combat 4d6, Stealth 4d6+1, Percep 4d6+2, Focus 2d6+3
Base Stats Hit Points: 7 Special Attack: 10 Attack: 12 Special Defense: 8 Defense: 9 Speed: 10	**Mega Ability** **Hyper Cutter** Static The user's Attack Stat may not be lowered, and its Attack Combat Stages may not be lowered.

380-M. MEGA SLOWKING	Basic Information
	Type: Water/Psychic **Evolution:** 1 – Slowpoke 2 – Slowking (King's Rock) Minimum 35 M – Mega Slowking (w/ Slowkingite) **Capability List** Overland 4, Swim 3, Jump 1/1, Power 5, Intelligence 7, Aura, Pack Mon, Telepath **Skill List** Athl 3d6, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 5d6+2, Focus 4d6
Base Stats Hit Points: 10 Special Attack: 10 Attack: 10 Special Defense: 12 Defense: 12 Speed: 6	**Mega Ability** **Gentle Vibe** Battle - Standard Action **Range:** Burst 2 All targets in the burst, including the user, have their Combat Stages reset, and are cured of any Volatile Status ailments.

126-M. MEGA RAICHU	Basic Information
	Type: Electric **Evolution:** 1 – Pichu 2 – Pikachu Minimum 10 3 – Raichu (Thunder Stone) M – Mega Raichu (w/ Raichite) **Capability List** Overland 6, Swim 3, Jump 2/2, Power 4, Intelligence 4, Zapper **Skill List** Athl 4d6+1, Acro 2d6+1, Combat 4d6, Stealth 3d6, Percep 2d6+1, Focus 4d6+3
Base Stats Hit Points: 6 Special Attack: 14 Attack: 9 Special Defense: 8 Defense: 8 Speed: 13	**Mega Ability** **Illuminate** Static Moves that target the user have a -2 Accuracy Penalty. Does not affect attackers with the Blindsense Capability.

537-M. MEGA PACHIRISU	Basic Information
	Type: Electric/Flying **Evolution:** 1 – Pachirisu M – Mega Pachirisu (w/ Pachiricite) **Capability List** Overland 5, Swim 3, Jump 1/2, Power 1, Intelligence 4, Zapper **Skill List** Athl 4d6+2, Acro 3d6+3, Stealth 4d6+4, Percep 2d6+1, Focus 2d6+2
Base Stats Hit Points: 6 Special Attack: 8 Attack: 8 Special Defense: 10 Defense: 8 Speed: 12	**Mega Ability** **Aerialate** At-Will – Free Action **Trigger:** The user uses a Normal-Type damaging Move. The Move is changed to be Flying-Type.

388-M. MEGA LANTURN	Basic Information
	Type : Water/Electric Evolution: 1 – Chinchou 2 – Lanturn Minimum 25 M – Mega Lanturn (w/ Lanturnite) **Capability List** Overland 3, Swim 8, Jump 3/2, Power 3, Intelligence 4, Gilled, Glow **Skill List** Athl 6d6, Acro 4d6, Combat 3d6+1, Stealth 2d6, Percep 5d6, Focus 4d6
Base Stats Hit Points: 13 Special Attack: 12 Attack: 6 Special Defense: 10 Defense: 10 Speed: 7	**Mega Ability** **Swift Swim** Static While in Rainy Weather, the user gains +4 Speed Combat Stages.

270-M. MEGA MASQUERAIN	Basic Information
	Type : Bug/Flying **Evolution:** 1 – Surskit 2 – Masquerain Minimum 20 M – Mega Masquerain (w/ Masquerainite) **Capability List** Overland 2, Swim 3, Sky 5, Jump 2/2, Power 1, Intelligence 4 **Skill List** Athl 2d6, Acro 4d6+1, Combat 1d6, Stealth 4d6+2, Percep 4d6, Focus 2d6
Base Stats Hit Points: 7 Special Attack: 10 Attack: 6 Special Defense: 9 Defense: 9 Speed: 10	**Mega Ability** **Startle** Static All of your moves Flinch on AC 20. If a move already causes Flinch, Startle increases the range by 1.

320-M. MEGA MAROWAK	Basic Information
	Type: Ground/Ghost **Evolution:** 1 – Cubone 2 – Marowak Minimum 25 M – Mega Marowak (w/ Marowakite) **Capability List** Overland 6, Swim 3, Jump 1/2, Power 4, Intelligence 4, Darkvision, Wielder **Skill List** Athl 4d6, Acro 3d6, Combat 4d6, Stealth 4d6+1, Percep 3d6+1, Focus 4d6+2

Base Stats	Mega Ability
Hit Points: 6 Special Attack: 5 Attack: 10 Special Defense: 11 Defense: 13 Speed: 8	**Haunted** At-Will – Free Action **Trigger:** The user uses a Normal-Type damaging Move. The Move is changed to be Ghost-Type.

539-M. MEGA STUNFISK	Basic Information
	Type : Ground/Electric **Evolution:** 1 – Stunfisk M – Mega Stunfisk (w/ Stunficite) **Capability List** Overland 6, Burrow 4, Swim 3, Jump 1/1, Power 3, Intelligence 3, Tremorsense, Zapper **Skill List** Athl 3d6+2, Acro 3d6, Combat 2d6, Stealth 4d6+2, Percep 3d6+1, Focus 4d6+1

Base Stats	Mega Ability
Hit Points: 11 Special Attack: 9 Attack: 9 Special Defense: 11 Defense: 11 Speed: 6	**Twisted Power** Static The user adds half of their Attack Stat to the damage rolls of their Special Moves; and the user adds half of their Special Attack Stat to the damage of their Physical Moves. This does not change the Damage Class of any attack.

497-M. MEGA COFAGRIGUS	Basic Information
	Type : Ghost **Evolution:** 1 – Yamask 2 – Cofagrigus Minimum 35 M – Mega Cofagrigus (w/ Cofagrigite) **Capability List** Overland 6, Swim 3, Levitate 5, Jump 1/1, Power 7, Intelligence 4, Darkvision, Dead Silent, Phasing, Invisibility **Skill List** Athl 4d6+1, Acro 4d6+2, Combat 3d6+3, Stealth 2d6+2, Percep 4d6+1, Focus 4d6+2
Base Stats Hit Points: 6 Special Attack: 15 Attack: 11 Special Defense: 10 Defense: 10 Speed: 8	**Mega Ability** **Desert Weather** Static The user is immune to Sandstorm Damage, resists Fire-Type Moves in Sunny Weather, and regains 1/16th of its Max HP while in Rainy Weather.

586-M. MEGA DRAGONITE	Basic Information
	Type : Dragon/Flying **Evolution:** 1 – Dratini 2 – Dragonair Minimum 30 3 – Dragonite Minimum 50 M – Mega Dragonite (w/ Dragocite) **Capability List** Overland 7, Swim 6, Sky 9, Jump 3/4, Power 8, Intelligence 5, Aura Reader, Mountable 1 **Skill List** Athl 5d6+3, Acro 4d6+2, Combat 5d6, Stealth 1d6, Percep 4d6+2, Focus 4d6+3
Base Stats Hit Points: 9 Special Attack: 16 Attack: 11 Special Defense: 12 Defense: 12 Speed: 10	**Mega Ability** **Drizzle** Battle - Swift Action The Weather changes to be Rainy. The Rainy Weather persists until the end of the encounter, unless the user stops it as a Swift Action, or it is replaced by another Weather condition.